

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

1. - 17. (Canceled).

18. (Currently Amended) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, and a server device connected to the arcade game machine via a network, the game system being configured to perform:

(a) registering identification information unique to the player on the server device to generate registered identification information;

(b) after the registering, allowing the player to store on the server device an optional message in advance in association with the registered identification information and in association with an event associated with a game result of the game to be played, wherein the event is designated by the player who expects the event to occur during a progress of the game to be played before allowing the player to start the game on the arcade game machine, said optional message being arranged to be sent from the server device to a terminal device;

(c) allowing the player to play the game on the arcade game machine when identification information transmitted from the player meets the registered identification information registered on the server device, wherein the arcade game machine includes an interface for recording the transmitted identification information of

the player, and authenticates the transmitted identification information based on the registered identification information registered on the server device;

(d) transmitting the optional message from the server device to the terminal device so that the optional message is displayed on the terminal device when the event has occurred on the arcade game machine, wherein the optional message to be displayed on the terminal device is associated with the game result in the game played by the player; and

(e) calculating points acquired as a result of ~~the player's~~ game play by the player,

wherein there are a plurality of optional messages and plural first ones of the optional messages are stored by the player on the server device before starting the game in association with certain values of points to be acquired by the player, and the server device sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the player, and if the special result occurs in the game played by the player, the server device sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

19. (Canceled).

20. (Canceled).

21. (Canceled).

22. (Canceled).

23. (Canceled).

24. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to perform:

(a) registering identification information issued to a player on the server to generate registered identification information;

(b) after the registering, allowing the player to store on the server an optional message in advance in association with said registered identification information and in association with an event associated with a game result of a game to be played, wherein the event is designated by the player who expects the event to occur during a progress or as a result of the game, by way of a mobile terminal device under manipulation by the player, said optional message being arranged to be sent from the server to a terminal device;

(c) allowing the player to play the game on said one of the plurality of game apparatuses when identification information input by the player meets the registered identification information registered on the server, wherein the game system includes an interface for recording the input identification information of the player, and authenticates the input identification information based on the registered identification information registered on the server;

(d) transmitting the optional message to said terminal device from the server so that the optional message is displayed on the terminal device when the event designated in advance by the player has occurred during a progress or as a result of the game after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result in the game played by the player; and

(e) calculating points acquired as a result of the player's game play, wherein there are a plurality of optional messages and plural first ones of the optional messages are stored by the player on the server before starting the game in association with certain values of points to be acquired by the player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the player, and if the special result occurs in the game played by the player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

25. (Previously Presented) The game system according to claim 24, wherein said optional message contains plural messages which are stored in relation with certain game stages or statuses as said event designated in advance by the player, respectively.

26. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player

to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a) registering identification information unique to each player to generate registered identification information so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b) after the registering, allowing the one player to store on the server an optional message in advance by way of a mobile terminal device under manipulation by the one player, said optional message being stored in association with an event associated with a game result of the game to be played, wherein the event is designated by the one player who expects the event to occur during a progress or as a result of the game, and arranged to be sent from the server to a terminal device, wherein the game system includes an interface for recording identification information of the one player, and authenticates the recorded identification information based on the registered identification information registered on the server;

(c) transmitting the optional message to ~~said designated~~ the terminal device designated in advance from the server so that the optional message is displayed on the ~~designated~~ terminal device when the event designated in advance by the one player has occurred during a progress or as a result of the game executed by the one player after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result in the game played by the one player; and

(d) calculating points acquired as a result of ~~the player's~~ game play by the one player,

wherein there are a plurality of optional messages and plural first ones of the optional messages are stored by the one player on the server before starting the game in association with certain values of points to be acquired by the one player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the one player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the one player, and if the special result occurs in the game played by the one player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

27. (Currently Amended) The game system of claim 18, wherein said ~~designated~~ terminal device is the arcade game machine on which the player plays the game.

28. (Currently Amended) The game system of claim 18, wherein said ~~designated~~ terminal device is either another arcade game machine on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

29. (Currently Amended) The game system of claim 24, wherein said ~~designated~~ terminal device is the one of the plurality of game apparatuses on which the player plays the game.

30. (Currently Amended) The game system of claim 24, wherein said ~~designated~~ terminal device is either another of the plurality of game apparatuses on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

31. (Currently Amended) The game system of claim 26, wherein said ~~designated~~ terminal device is either the other of the plurality of game apparatuses on which the other player plays the game or a mobile terminal device which the other player carries.

32. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a) registering identification information unique to each player to generate registered identification information so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b) allowing the one player to store on the server an optional message in advance by way of a mobile terminal device operated by the one player, said optional message being a message arbitrarily prepared or designated by the one player, stored on the server in association with the registered identification information and in association with an event associated with a game result of the game to be played, which the one player expects to occur during a progress or as a result of the game, and arranged to be displayed on a terminal device designated in advance by the one player, wherein the game system includes an interface for recording identification information of the one player, and authenticates the recorded identification information based on the registered identification information registered on the server;

(c) transmitting the optional message to ~~said designated~~ the terminal device designated in advance from the server so that the message is displayed on the ~~designated~~ terminal device when the event designated in advance by the one player has occurred during a progress or as a result of the game after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result in the game played by the one player; and

(d) calculating points acquired as a result of ~~the player's~~ game play by the one player,

wherein there are a plurality of optional messages and plural first ones of the optional messages are stored by the one player on the server before starting the game in association with certain values of points to be acquired by the one player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the one player, and

wherein a second one of the optional messages is stored by the one player in association with a special result of the game played by the one player, and if the special result occurs in the game played by the one player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

33. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to allow one player to play a game on one game apparatus of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses and to perform:

(a) allowing the one player to store an optional message in advance on the server by way of a mobile terminal device operated by the one player, said optional message being a message arbitrarily prepared or designated by the one player, stored on the server in association with an event associated with a game result of the game to be played, which the one player expects to occur during a progress or as a result of the game, and arranged to be displayed on a terminal device designated in advance by the one player, wherein the game system includes an interface for recording identification information of the one player, and authenticates the recorded identification information based on identification information registered on the server;

(b) transmitting the optional message to ~~said designated~~ the terminal device designated in advance from the server so that the message is displayed on the ~~designated~~ terminal device when the event designated by the one player has occurred

during a progress or as a result of the game after starting the game, wherein the optional message to be displayed on the terminal device is associated with the game result in the game played by the one player; and

(c) calculating points acquired as a result of ~~the player's~~ game play by the one player,

wherein there are a plurality of optional messages and plural first ones of the optional messages are stored by the one player on the server before starting the game in association with certain values of points to be acquired by the one player, and the server sends one of the first ones of the optional messages to the terminal device for display in accordance with the result of the game played by the one player, and

wherein a second one of the optional messages is stored in association with a special result of the game played by the one player, and if the special result occurs in the game played by the one player, the server sends the second one of the optional messages to the terminal device so that the second one of the optional messages can be displayed on the terminal device.

34. (Previously Presented) The game system of claim 18, wherein the optional message is displayed on arcade game machines of other game players playing the same game.